

This Page Is Inserted by IFW Operations  
and is not a part of the Official Record

## **BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

**IMAGES ARE BEST AVAILABLE COPY.**

**As rescanning documents *will not* correct images,  
please do not report the images to the  
Image Problem Mailbox.**



# (12) UK Patent Application (19) GB (11) 2 383 668 (13) A

(43) Date of A Publication 02.07.2003

(21) Application No 0127189.9

(22) Date of Filing 13.11.2001

(71) Applicant(s)

JPM International Limited  
(Incorporated in the United Kingdom)  
Hadfield Road, CARDIFF, South Glam,  
CF1 8AQ, United Kingdom

(72) Inventor(s)

Kevin Short  
Steve Murray  
David Painter

(74) Agent and/or Address for Service

Wynne-Jones, Lainé & James  
Morgan Arcade Chambers,  
33 St Mary Street, CARDIFF, CF10 1AF,  
United Kingdom

(51) INT CL<sup>7</sup>

G07F 17/32

(52) UK CL (Edition V )  
G4V VAA V118  
U1S S1174

(56) Documents Cited

GB 2364418 A  
GB 2230373 A  
GB 2165385 A

GB 2242300 A  
GB 2201821 A  
GB 2137392 A

(58) Field of Search

UK CL (Edition V ) G4V  
INT CL<sup>7</sup> G07F

Other: Online: WPI, EPODOC, JAPIO

(54) Abstract Title

Dual gaming machine

(57) A dual-game machine comprises an amusement-with-prizes (AWP) machine 1 combined with a "Rolling Road" (RR) unit 2. A win condition achieved on the AWP machine will cause an indication to be shown additionally at a location on one position on the matrix 5 of the RR unit. A gamble feature 6 has two outcomes. One of these causes loss of any award from the RR unit. The other allows exchange of the indication of the location from said one position on the matrix 5 to a predetermined or selected alternative location on the matrix.

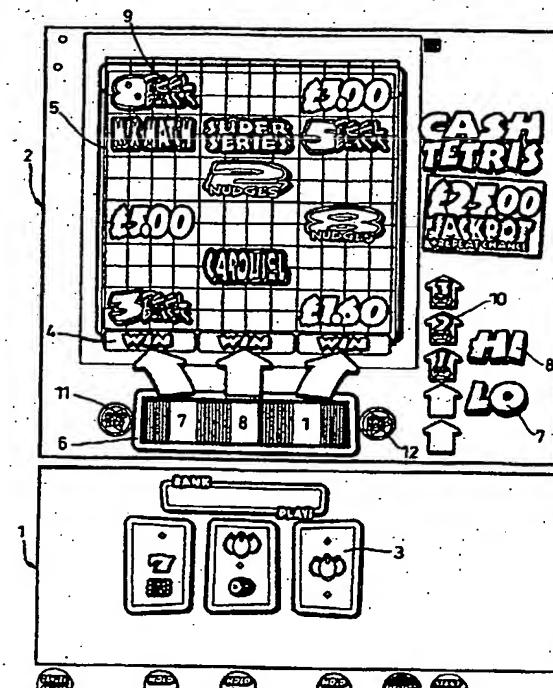


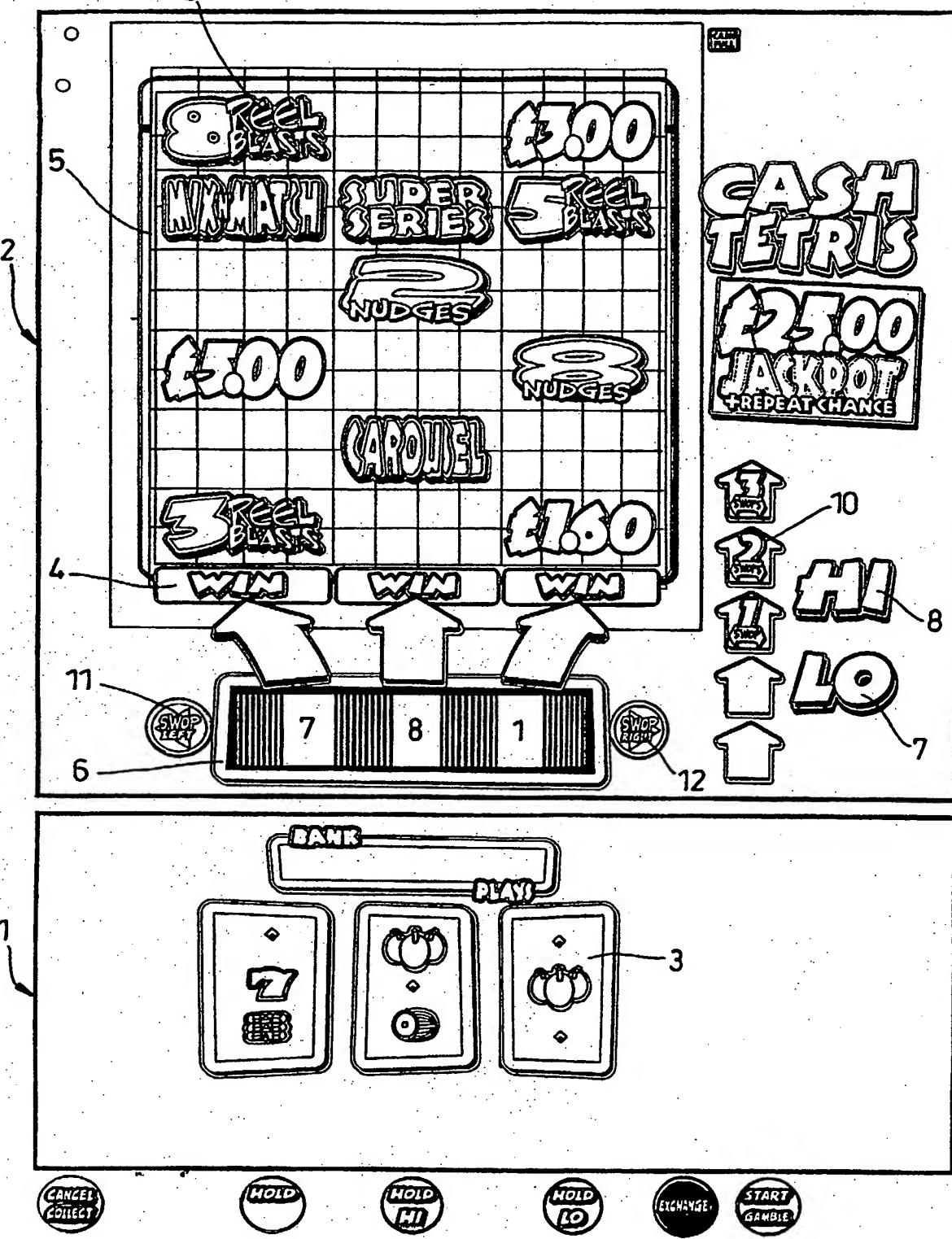
Fig. 1

At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date but within the period prescribed by Rule 25(1) of the Patents Rules 1995.

GB 2 383 668 A

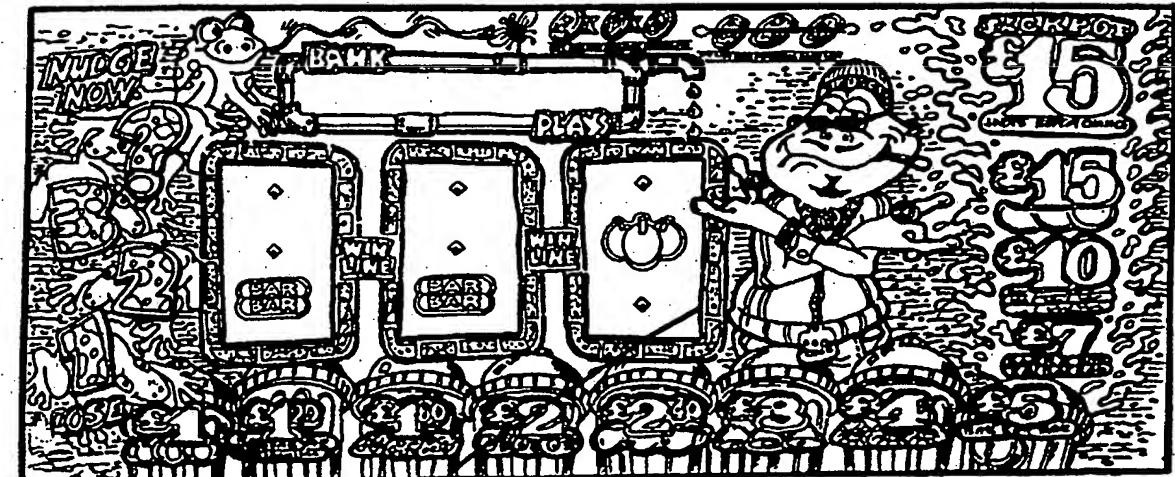
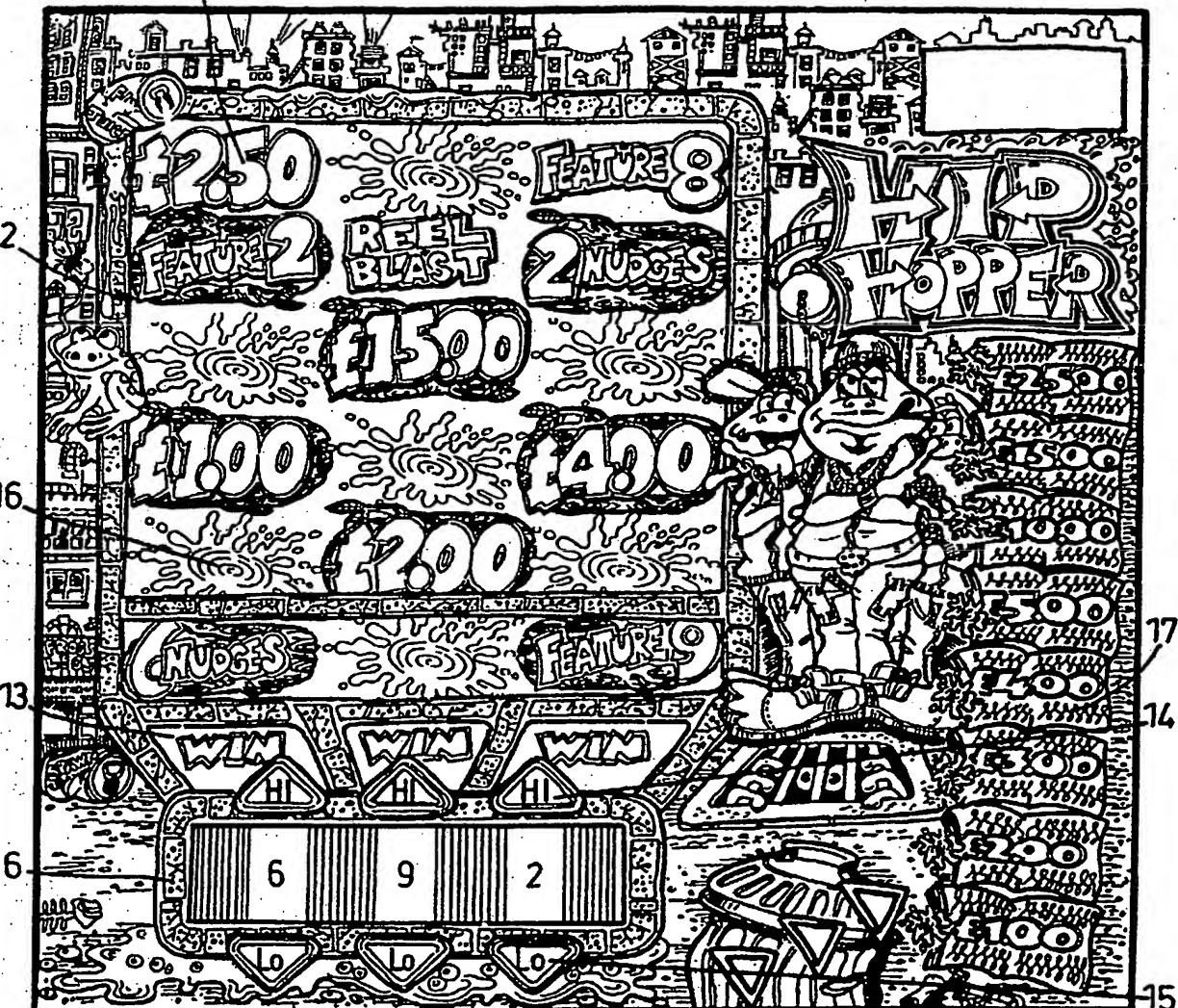
1/2



*Fig. 1*

9

2/2



3 1  
**Fig. 2**

"Dual Gaming Machine"

This invention is concerned with the integration of two types of gaming machine to produce an added result. One type of machine is referred to as a gaming or 5 amusement-with-prizes machine, particularly known as a fruit machine. Machines of this type have a number of reels or drums, or equivalents such as endless bands, which are spun and stop in a random manner to reveal a combination of symbols in display windows. Certain 10 combinations result in prizes, usually monetary, being awarded. Such machines will be referred to generally as AWP machines.

Another type of gaming machine in use comprises what is known as a "Rolling Road" unit, which will hereinafter 15 be referred to generally as an RR unit. Such a unit comprises a rectangular grid/array of lamps with a flexible transparent/translucent "band" which can be driven/rotated between different stopping positions to introduce different display regions in front of the array of lamps, whereby 20 prizes can be indicated.

According to the present invention there is provided a dual-game machine comprising an AWP machine combined with an RR unit, such that a win condition achieved on the AWP machine will cause an indication to be shown additionally 25 at a location on one position on the matrix of the RR unit, the dual game machine also incorporating a gamble feature with two outcomes, one of which causes loss of any award

from the RR unit whilst the other allows exchange of the indication of the location from said one position on the matrix to a predetermined or selected alternative location on the matrix.

5 In using such a gaming machine the AWP machine is used in the conventional manner and if the user achieves a "win" condition, then this will transfer an additional option to the type of game utilised on the RR unit. The machine can then be programmed to operate in such a way that failure to 10 achieve a successful outcome on the RR unit either results in no prize being awarded or retains the possibility of an award from the AWP machine. The added gamble feature enables the user to try to improve the outcome represented on the RR unit from a low or zero award to an increased 15 award or some special feature which might, for example, allow the results shown on the AWP machine to be modified in certain ways (such as by spinning the reels or by nudging the reels by increments). The manner in which the result shown on the RR unit is modified is by the user 20 gambling on producing an event which will move the win position indicated on the RR unit to a better location by one or more increments, possibly by employing more than one gamble operation. Once the user has reached an optimum 25 situation, he can then decide whether or not to take the winning outcome displayed rather than gamble any further.

In one preferred arrangement the exchange outcome can cause exchange from said one location to an alternative

location displaced by one or more positions in the same column of the matrix.

Alternatively, the exchange outcome could cause exchange from said one location to an alternative location displaced by one or more positions in the same row of the matrix.

Another possibility is that the exchange outcome could allow a choice of displacement from said one location to an alternative location displaced by one or more positions either in the same column or in the same row of the matrix.

The gamble feature itself could incorporate a set of reels with sections visible at locations associated with each of the columns of the RR unit, and a gamble operator allowing the user to predict an option of a visible higher or lower value result relative to a value currently illustrated at one location on said set of reels after those reels have been indexed to a new condition. Said set of reels could comprise reels of the AWP machine carrying said values in addition to the standard symbols on the reels. In this case said values could be carried by a reel of the AWP machine which is separate from the reels carrying the standard symbols.

The invention may be performed in various ways and two preferred examples thereof will now be described, with reference to the accompanying diagrammatic drawings, in which:

Figure 1 illustrates features displayed on one version of a dual-game machine of this invention; and

Figure 2 illustrates features displayed on an alternative version of a dual-game machine of this invention.

As shown in Figure 1, the machine comprises a lower section 1 which is essentially a conventional AWP machine set up, together with an upper section incorporating an RR unit 2 with added features. The AWP machine 1 will incorporate three reels 3 which can be spun after the player has inserted a coin in an attempt to achieve a designated win condition on the central line. When such a win is achieved, then one of the three WIN lights 4 on the RR unit will be illuminated to indicate an achievement of the award shown in the portion of the screen matrix 5 immediately above that WIN light. In this instance a win indicated in the first column would allow the user to operate three "reel blasts". A win indicated on the second column would produce no result for the user, whilst a win in the final column would give the player the option of collecting £1.60.

However, the user has the option of gambling on a relocation of the features on the RR unit. One method of doing this is for the user to evaluate whether a numerical symbol on a relevant one of three reels 6 is likely to be increased or reduced upon a random spinning of that reel. Thus, the user might press the LO gamble button 7 if he

It will be appreciated that the symbols and decorative features shown in the examples of Figures 1 and 2 can be modified as desired and that the concepts described can be extended to other implementations or layouts and could also be created using video technology.

CLAIMS

1. A dual-game machine comprising an AWP machine combined with an RR unit, such that a win condition achieved on the AWP machine will cause an indication to be shown additionally at a location on one position on the matrix of the RR unit, the dual game machine also incorporating a gamble feature with two outcomes, one of which causes loss of any award from the RR unit whilst the other allows exchange of the indication of the location from said one position on the matrix to a predetermined or selected alternative location on the matrix.
2. A dual-game machine according to claim 1, wherein the exchange outcome causes exchange from said one location to an alternative location displaced by one or more positions in the same column of the matrix.
3. A dual-game machine according to claim 1, wherein the exchange outcome causes exchange from said one location to an alternative location displaced by one or more positions in the same row of the matrix.
4. A dual-game machine according to claim 1, wherein the exchange outcome allows a choice of displacement from said one location to an alternative location displaced by one or more positions either in the same column or in the same row of the matrix.
- 25 5. A dual-game machine according to any one of claims 1 to 4, wherein the gamble feature incorporates a set of reels with sections visible at locations associated with

each of the columns of the RR unit, and a gamble operator allowing the user to predict an option of a visible higher or lower value result relative to a value currently illustrated at one location on said set of reels after 5 those reels have been indexed to a new condition.

6. A dual-game machine according to claim 5, wherein said set of reels comprises reels of the AWP machine carrying said values in addition to the standard symbols on the reels.

10 7. A dual-game machine according to claim 6, wherein said values are carried by a reel of the AWP machine which is separate from the reels carrying the standard symbols.

8. A dual-game machine substantially as herein described with reference to the accompanying drawings.

15 9. Any novel combination of features of a dual-game machine as described herein and/or as illustrated in the accompanying drawings.



INVESTOR IN PEOPLE

Application No: GB 0127189.9  
Claims searched: 1 to 8

Examiner: Colin Thompson  
Date of search: 22 April 2003

## Patents Act 1977 : Search Report under Section 17

### Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance	
X, P	1	GB 2364418 A	(IGT-UK Ltd) See pages 4-6
X	1	GB 2242300 A	(Bell-Fruit Mfg Co Ltd) See pages 3-4
X	1,5	GB 2230373 A	(Bell-Fruit Mfg Co Ltd) See p4 line 31-p6 line 13
X	1	GB 2137392 A	(JPM (Automatic Machines) Ltd) See p1 lines 39-94
X	1	GB 2201821 A	(NSM Apparatebau GmbH) See pages 3-5
X	1	GB 2165385 A	(Barcrest Ltd) See p" lines 30-46

### Categories:

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.

### Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC<sup>V</sup>:

G4V

Worldwide search of patent documents classified in the following areas of the IPC<sup>V</sup>:

G07F

The following online and other databases have been used in the preparation of this search report:

WPI, EPODOC, JAPIO

**THIS PAGE BLANK (USPTO)**